

User guide

Soccer

- Getting the license key
- System Overview
- Getting started
- Connecting your Equipment
- Setting up your System
- Building up your variable set
- Ready for Capturing
- How to do a video analyze (Capture)
- How to edit a video analyze (Playback)
- How to select situations you want to present (Showroom)
- How to build you a video archive
- How to present your analysis to your audience (Presentation)
- How to export your analyze to other users (CD Maker)
- Tips and hints

Register and validate – Step 1

When you start your application for the first time you need to validate your copy.

PRESS the Profile button

This is not necessary if you only want to try the application.

interplay sports

Capture Playback Showroom Presentation CD Maker **Profile**

Teams
Matches
Players
Players setup
Variables
Check out videobase
Search for videobase
Change device
Video quality
Video Camera
Audio properties
Reload video

Register your license key

interplay sports

Trial period: 30 days left

Enter your license key in the license field below. In order to get the license key you need to have a legal right to use the software. If you have not received your license key, and you have paid for your license, please contact us by mail, and remember to inform us about your serial number you see in the upper right corner of this form. Please contact us at support@interplay-sports.com.

Enter your license key:

Your Profile

Organization: **Interplay-sports**
 Users name: **Jo Bergsvand**
 Address:
 Postal code:
 Country: **Norway - Norwegian**
 Phone:
 Mobile phone:
 E-mail: **jo@interplay-sports.com**
 System version: **Version 1.5.1002.11403**

All labels with red arrow have to be filled out.

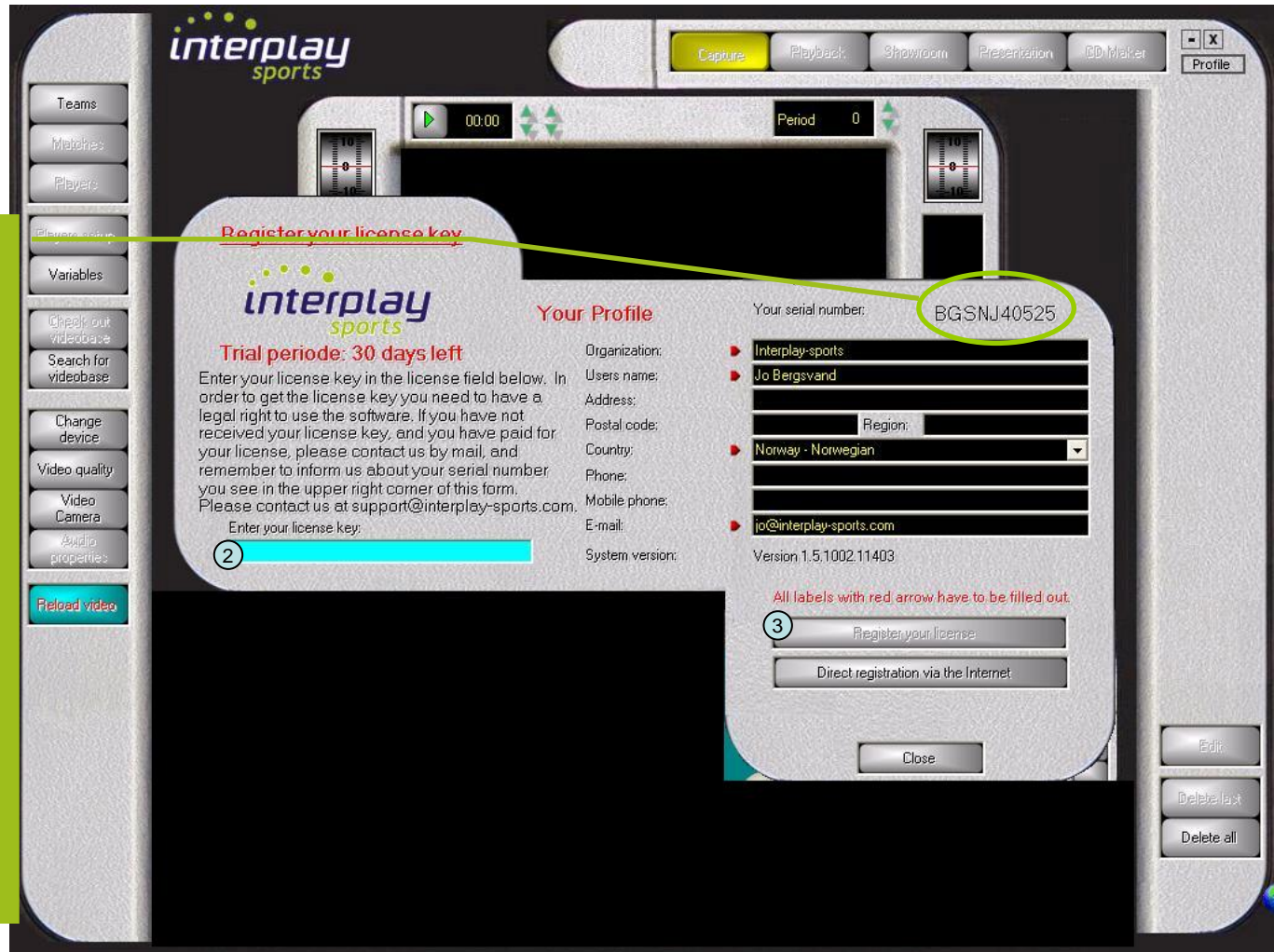
Register your license
Direct registration via the Internet
Close

Edit
Delete last
Delete all

1. To get a license key you need to fill in the required fields (red arrows)
2. When you are done press the Direct registration button. Your program will now get a serial number which you will need to get the license key

Register and validate - Step 2

1. To get the license key you need to send the serial number to Interplay-sports. When you have signed and paid for the program we will send you the license key to the mail address you have given us.
2. When you have received the license key you have to enter the key in the license key field EXACTLY in the same way as you received it in the mail.
3. When you are done PRESS the Register license button



interplay sports

Capture Playback Showroom Presentation CD Maker Profile

Teams Matches Players Channels variables Check out videobase Search for videobase Change device Video quality Video Camera Audio properties Reload video

Register your license key

interplay sports

Trial period: 30 days left

Enter your license key in the license field below. In order to get the license key you need to have a legal right to use the software. If you have not received your license key, and you have paid for your license, please contact us by mail, and remember to inform us about your serial number you see in the upper right corner of this form. Please contact us at support@interplay-sports.com.

Enter your license key: ②

Your Profile

Organization: Interplay-sports
 Users name: Jo Bergsvand
 Address:
 Postal code: Region:
 Country: Norway - Norwegian
 Phone:
 Mobile phone:
 E-mail: jo@interplay-sports.com
 System version: Version 1.5.1002.11403

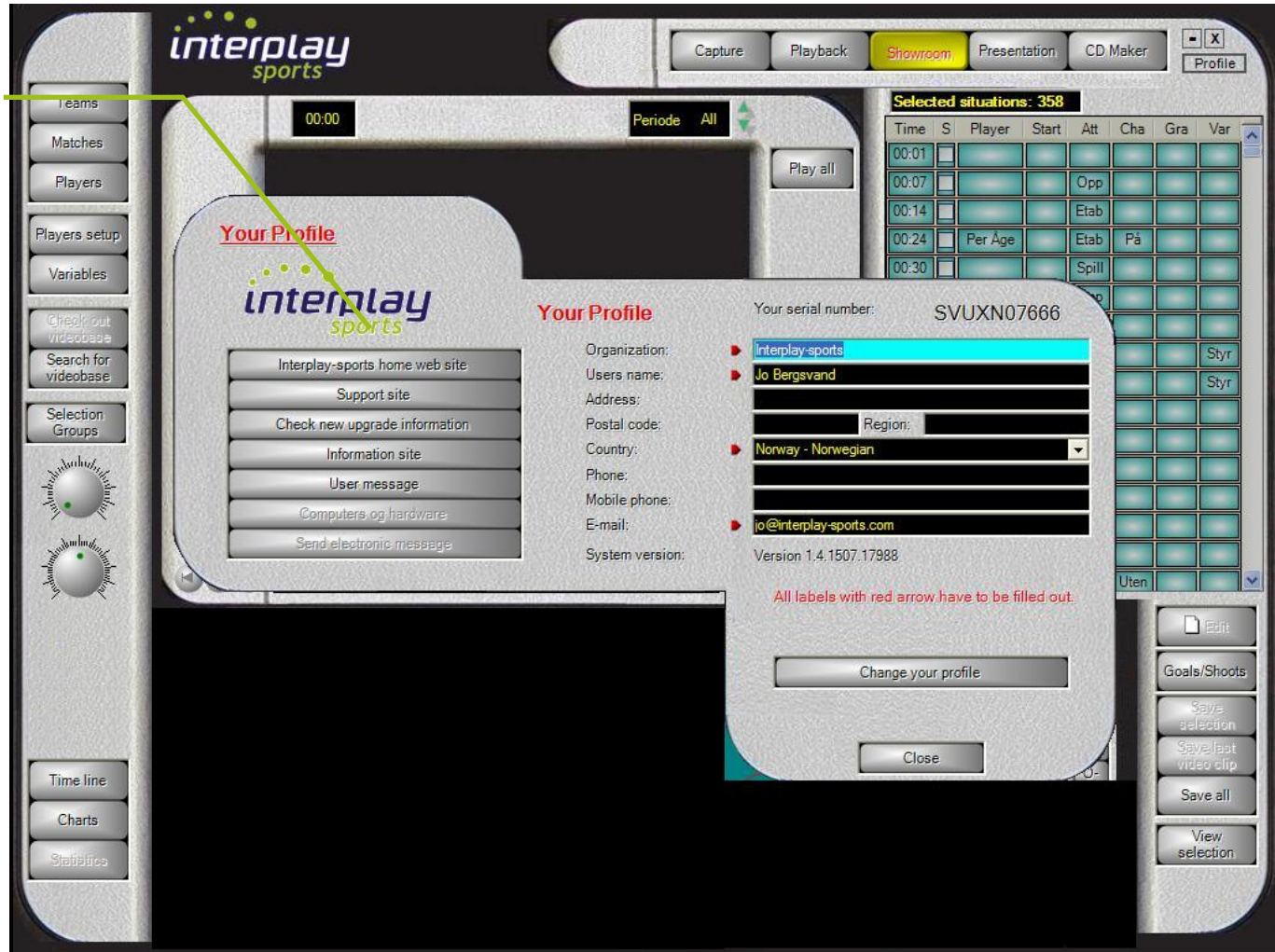
③ Register your license
 Direct registration via the Internet

Close

Edit
 Delete last
 Delete all

Register and validate – Step 3

When you have received, entered and the system has accepted your license key your Profile menu changes as shown on the picture. If you are connected to the Internet you will have access to some useful tools from Interplay-sports.



System Overview

This section changes between starts and chance variables

SYSTEM modules

System Information section where you configure the system before you start to analyze

Import and Video archive buttons

Technical input section

User defined variables (grades)

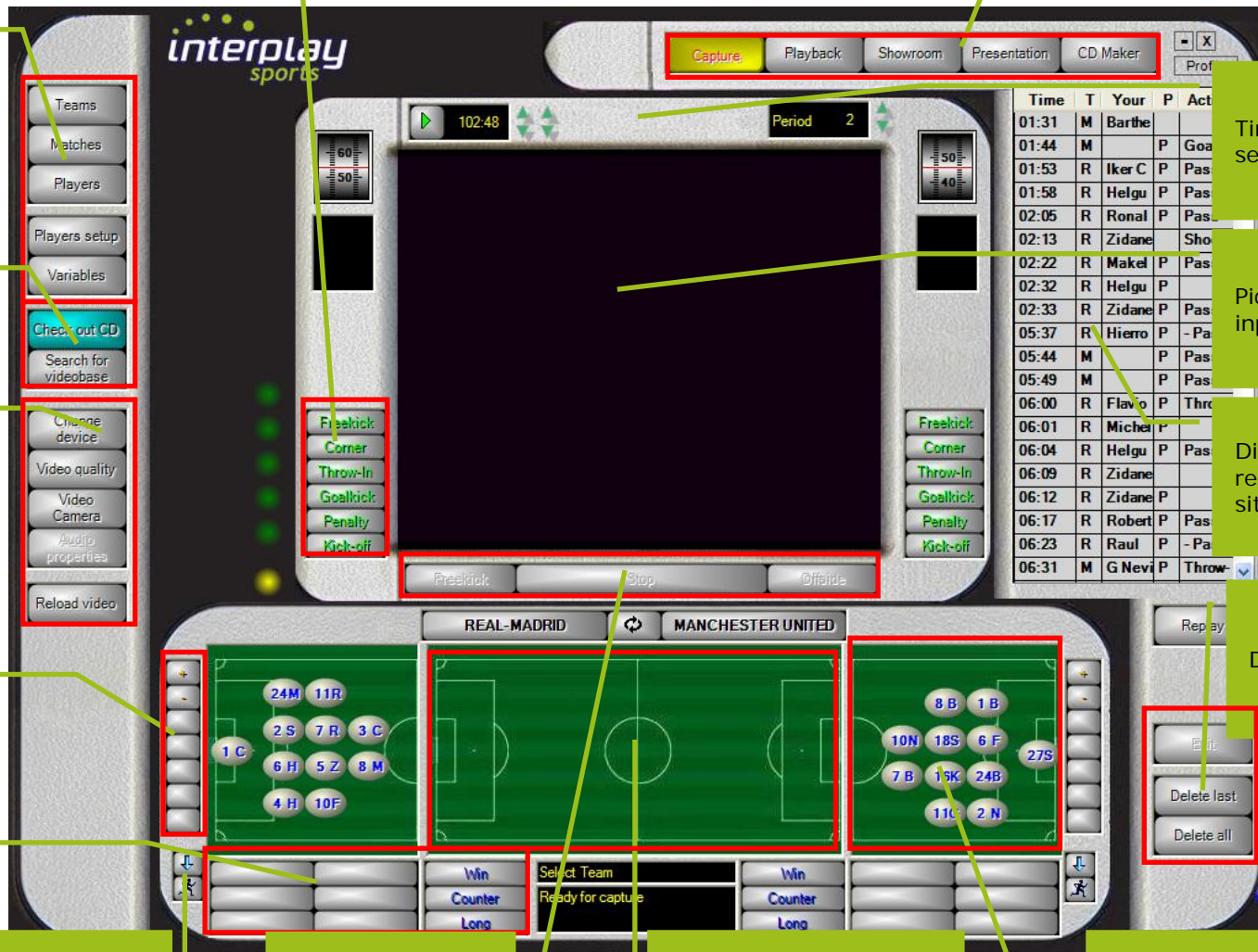
User defined variables

Buttons for substitutions and change position of players

Stop in play buttons, Stop capturing button

Input area for drawing ball directions, and positions of start variables

Input section for analyzing players



Time and period settings

Picture from input source

Display of recorded/tagged situations

Delete buttons

Getting started

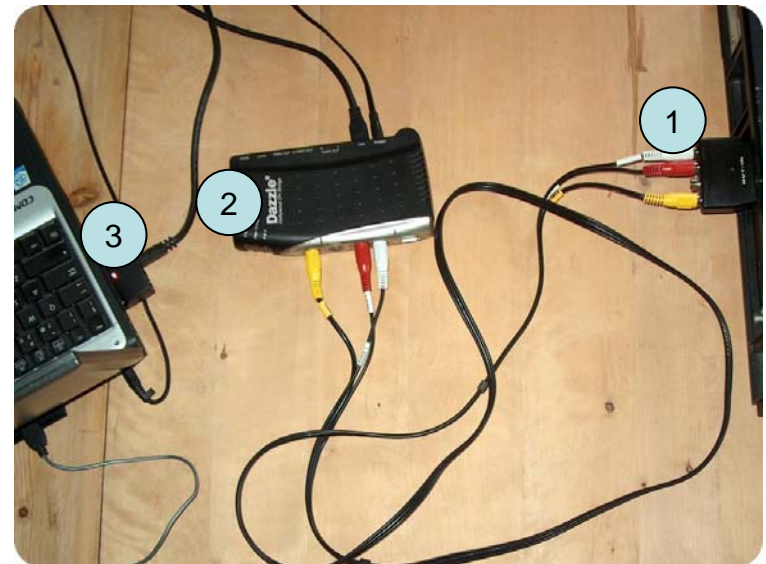
- There are certain information that must be updated in the system before you can make a video analysis.
 - You have to enter Teams
 - You have to update the system with at least one Match
 - You have to set your Variables (What do you want to analyze)
 - If you want to analyze players you have to tell the system who they are (Players) and you have to configure the line-up for each Match (Players in Match)

Setting up your System

- In order to do a video analysis you have to:
 1. Connect your equipment successfully
 2. Register your software copy to get a valid license key from Interplay-sports
 3. Enter team names
 4. Enter a Match to analyze
 5. Define and setup the variables you want to use in your video analyze
- On the next slide you will learn how to connect your equipment

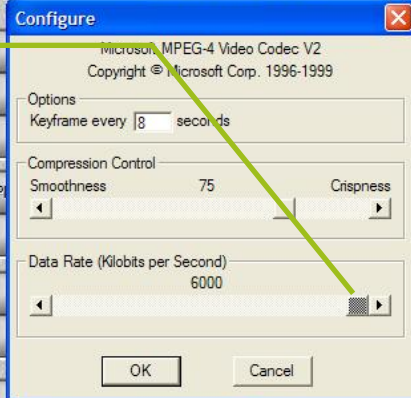
Connecting your equipment

- It is our recommendation to use Fire wire cables as the connection method to the PC. All PCs we recommended is equipped with a 4 pin fire wire connector. You can also use a fire wire card in PCI or PCMCIA format (for notebooks)
- There are two main types of input sources
 - Directly from a digital Video camera
 - Through a media converter bridge. The bridge is used for all devices having an analogue signal such as old TVs, old video cameras and most of the Video records.
- The connection method for a Media converter is
 - 1. Signals are going OUT from the video source (TV, Video recorder or Video camera)
 - 2. Signals are linked to the IN ports on the Media converter. The media converter supports different contacts (RGB, S-video, fire wire) Look at symbols on the Media converter to make sure they are connected correctly.
 - 3. Connect the a fire wire cable from the OUT ports of the Media converter to IN fire wire connector on your PC



Video Quality

The system is preconfigured for MPEG4 video compression to minimize your video files. Default data rate is set to 3000. We recommend that you increase it to 6000. Then press OK.



Displaying the video picture:

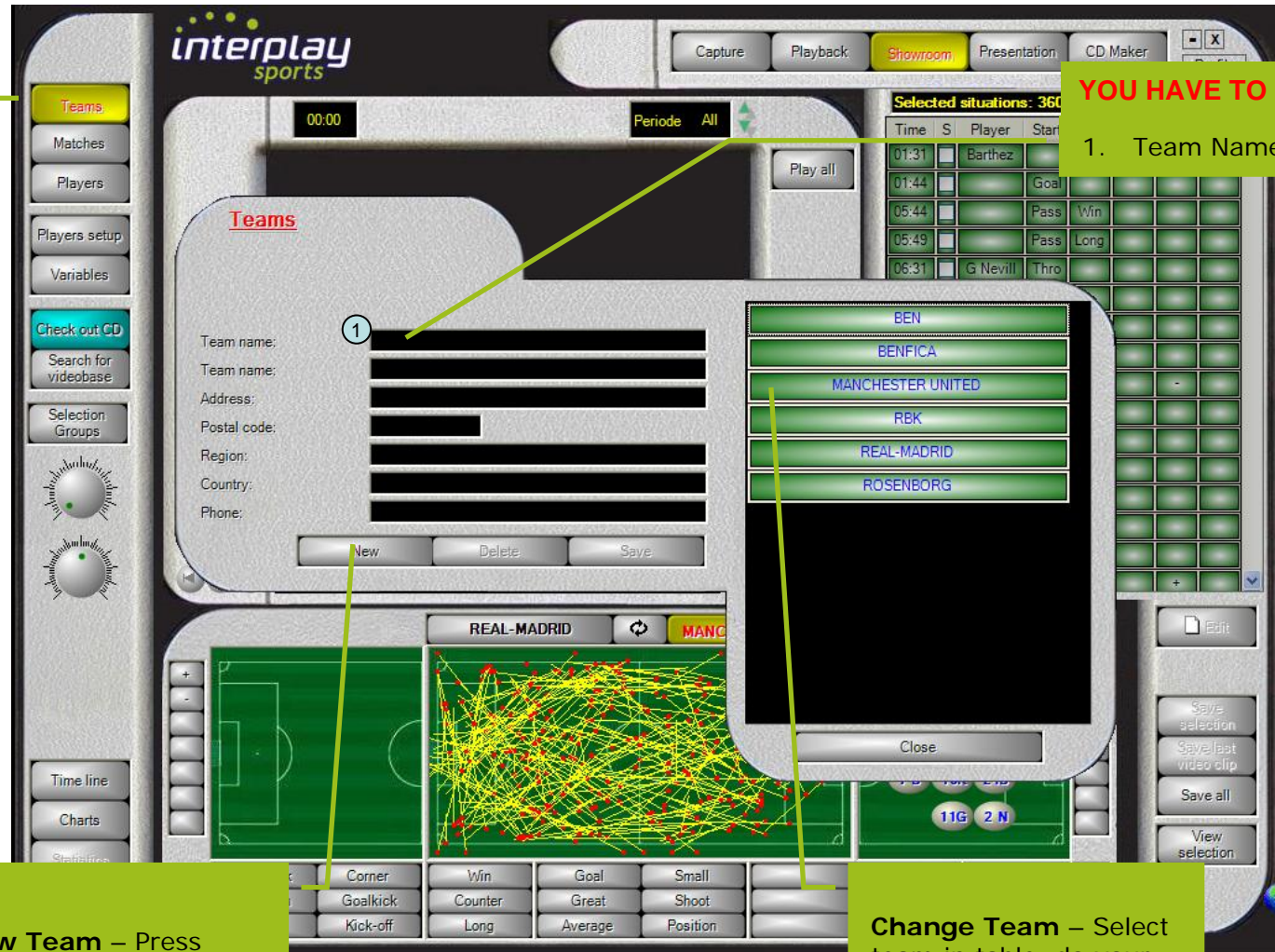
1. Make sure the equipment are attached correctly
2. Press the Reload button. If the video quality menu does not pop up then unplug and connect your video cable to the computer or try to turn the video camera on and off



Reload Video – If you turn to capture mode and the video picture is not shown (requires that the source from where you want to capture picture from are connected and running) try to press the Reload Video button.

Teams

Select
TEAMS



YOU HAVE TO ENTER:

1. Team Name

New Team – Press
"New" enter name,
press "Save"

Change Team – Select
team in table, do your
changes and press
"Save"

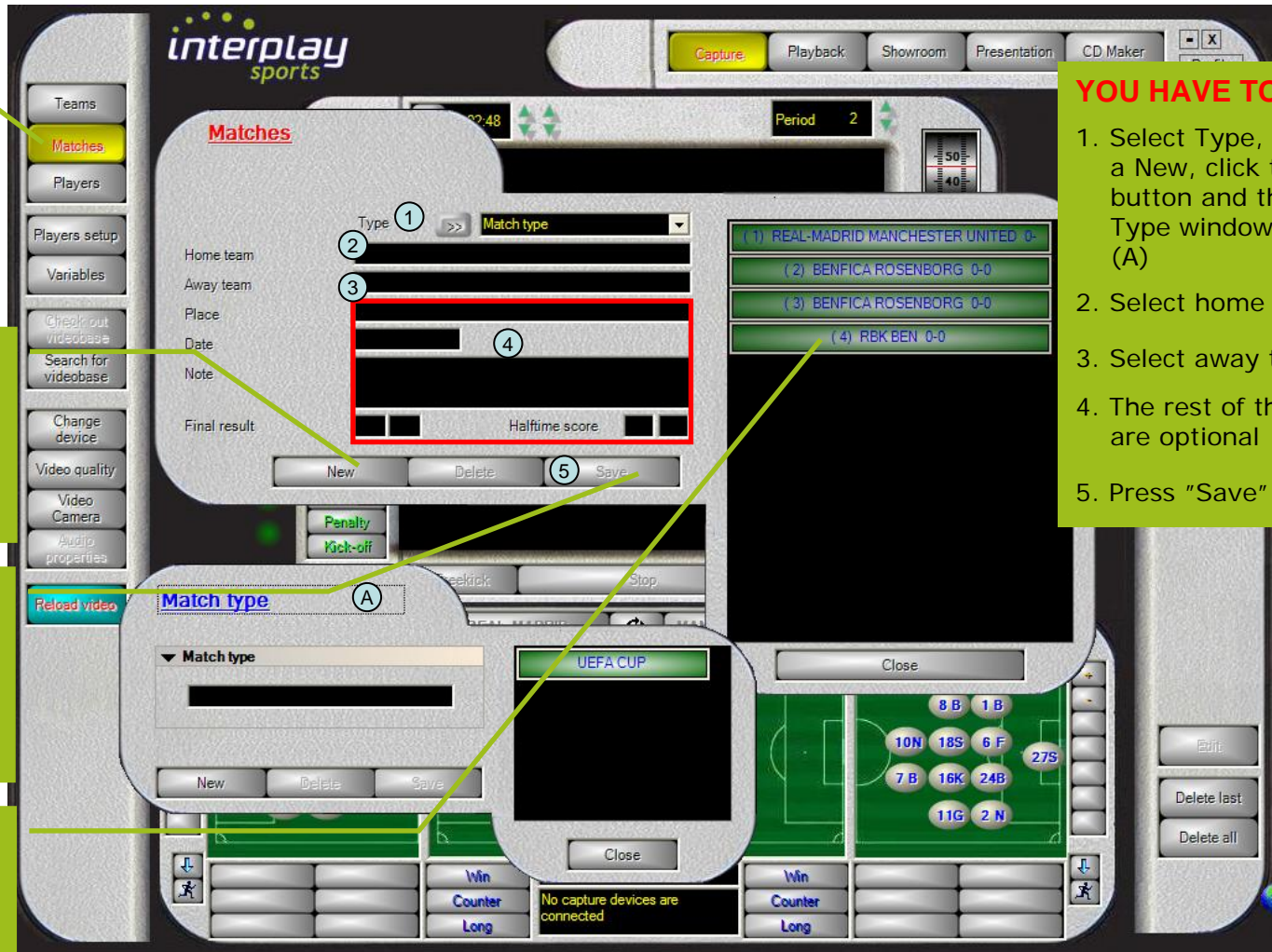
Matches

Matches

New Match – Press "New", follow **YOU HAVE TO** before you press "Save"

Update Match – Select Match in table, do your changes and press "Save"

Select Match – Select Match in table, "double click"

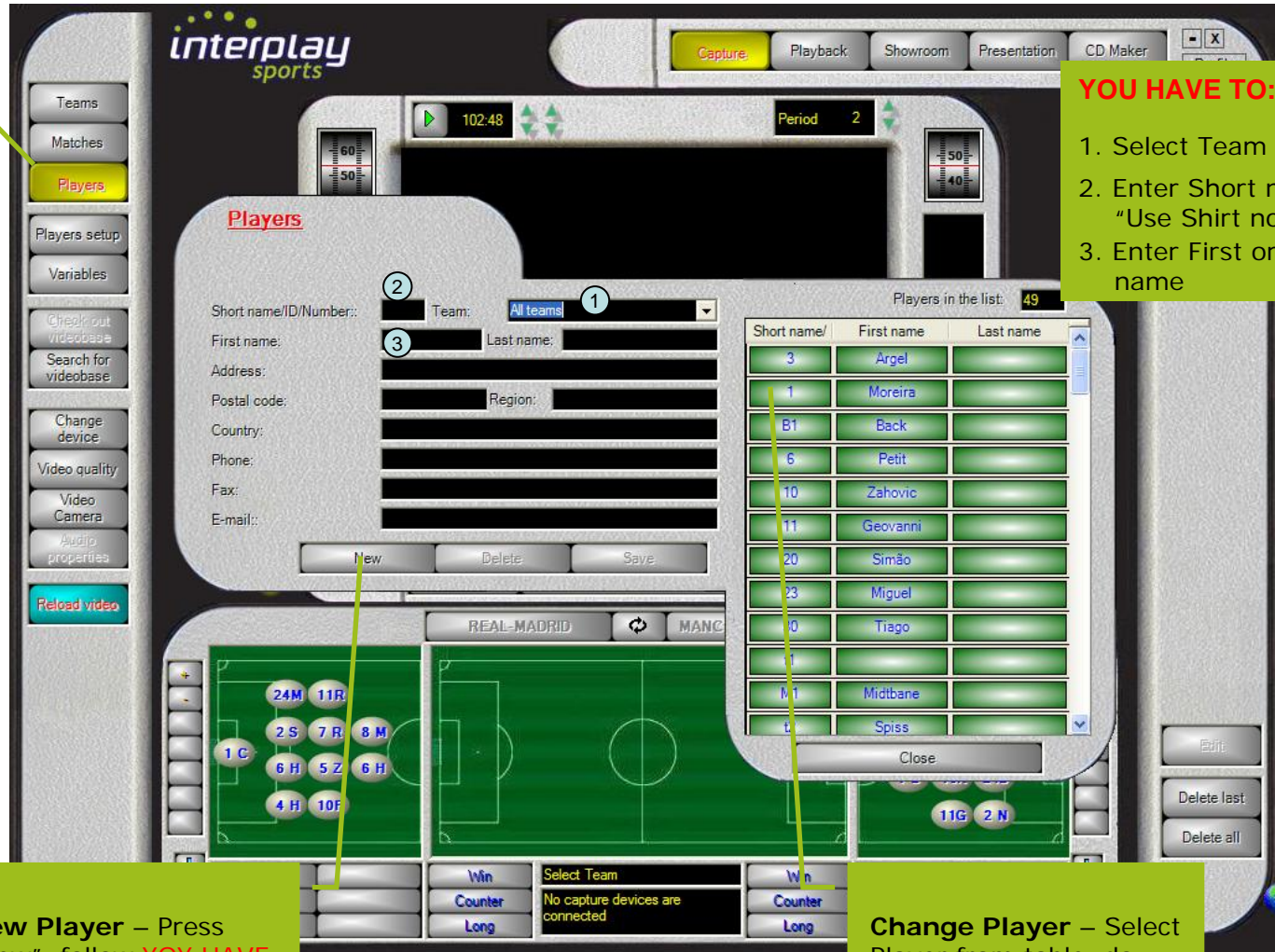


YOU HAVE TO:

1. Select Type, To enter a New, click the arrow button and the Match Type window appear (A)
2. Select home team
3. Select away team
4. The rest of the fields are optional
5. Press "Save"

Players

Select
Players



Players setup

Select
Players
setup



YOU HAVE TO:

1. Select Team (Active Match is selected)
2. Press "Last player setup" if you want to use the last setup
3. Press "New Player Setup" to enter a new lineup
4. In "New player setup" mode the system highlights the buttons you are to give a players name from the table
5. You can manually move the buttons to the formation you want. To Do this press the player symbol who releases the lock function
6. If you want to use one of the predefined line-ups select them from the drop down box

Variables – All Sports

- The variables is where you decide how you want to do your video analyze.
 - In the beginning it is wise to build a variable set with a few variables. It is a lot easier to extend it as you get better.
 - The variables are grouped in sections on the screen and placed so it is possible for you to do an analysis in real time, effectively, accurately and with a little bit of training, with a quality that makes your edit and post work to a minimum. The way the variables are grouped and placed are based on feedback and experience from many users. It is therefore a good investment for you to spend some time in finding out how you want to organize your variables. The default setup are very often the common variables within the sport. Look at the way they are organized and try them out.
 - Think how you can group variables in a way for you to make it easy to edit them with more details afterwards. Example, if you want to register shots and would like to split shot into several sub categories, then at least start with the registration of the shot, then select the shot variable for the team you want and mark each shot with the correct sub category.

On the following slides you will find a more detailed explanation of the variables and their grouping.

Variables Soccer

STARTS – placed on both side of the screen. Can also be used in the graphical field. Start the capture by pressing one of the teams. Place your cursor where the start in play are and see the start variable displayed in the section where the capture information are displayed. TRY IT OUT.

Chances – use this variable set for goals and chances. The variables are placed on both side of the screen. One set for each team.

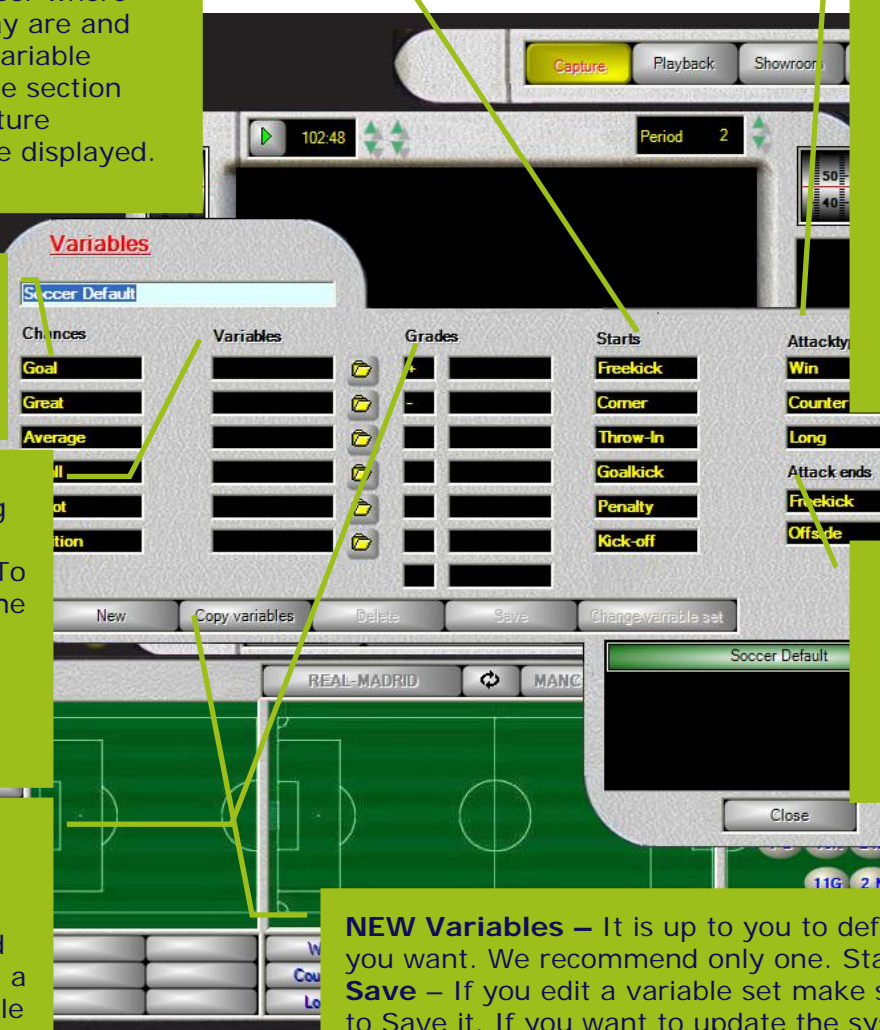
Variables – If you press the folder button a new display pops up making it possible for you to enter in an unlimited number of sub-variables. To speed up your capture process use the mother variable when you do the capturing and update this variable with the correct children variable in Playback mode. Example Shot with shot type variables

GRADES – Can be used as any other variable in the system. Very many uses this variable to give specific variables a plus (+) or a minus (-). This makes the selection process and the feedback easier because you add a feedback value to a situation. Example you can select a free kick with only a plus attached .

Attack Types – These variables are group variables. When you press these variables all situation are marked with this tag until you release it. It is released when you hit one of the other attack variable or you hit a team or the stop button. Based on feedback these variables are defined as Win, counter and Long. If you do the same for both teams you have a very powerful match analysis here. How do you play the ball when you win, and how do you play when you loose. Just look at the other team if you want to see how you loose...

Attack end – A variable you can define for stop in play. (Offside and free kick are very common) If you want to give feedback to the referee the button can be marked with referee.

NEW Variables – It is up to you to define the number of variable sets you want. We recommend only one. Start with a few and extend it.
Save – If you edit a variable set make sure you press the Save button to Save it. If you want to update the system with the changes you have done press the **Change Variable Set** button.



Features - Characteristics

All variables leave a tag on the video clip so that you can look at it when the game is analyzed		
Variable type	Feature	Description
START VARIABLES	Starts the capturing and the recording. You can also use the field and the ball tag to set the starts variables.	The only way you can start the recording is through the start variables or selecting one of the team buttons
GROUP VARIABLES "Attack Starts"	This variable type makes it possible to link a sequence of selections to a specific variable.	By default we have selected; Win=you win and control the ball, Counter=you counter attack the other team in a power play, Long=very often play against an established defense
STOP VARIABLES "Attack Ends"	Mark the system with a stop variable	Default; Offside and free kick. To start you have to press one of the start variables
Grades	You can give player or situations grades.	Very often linked to offensive or defensive situations in the game.
Variables	This is a group variable	If you need more variables in you analyze you should use one of these variables. Under each group variable you can have as many sub variables as you want
Chances	Goals and Great chances are preset. The rest are user defined	Used to mark chances and goals in the game
Ball Tags	You can draw the ball movement in the graphical field	If you want to see ball directions and passes you can use this variable
Players	If used you can tag each players involvement in the game	All variables can be used in a combination. Example, you can mark a goal, you can draw the ball direction and you can link the situation to a player.

Hot Keys and the Keyboard

HOT-KEYS YOU CAN USE IN CAPTURE MODE.		
Hot-keys are valid for these variables		
Variable type	Keyboard Character	Description
TEAMS	Z & X	Switch between the teams
ATTACK TYPE	A to D	Default A = Win Default S = Counter Default D = Long
"STOP" IN PLAY "STOP CAPTURE" STOP – LEFT BUTTON STOP – RIGHT BUTTON	Hit Spacebar Hit spacebar twice V B	Stop in play / Hit spacebar twice and you stop the capture function Default setting is free kicks stop Default setting is offside stop
GRADES	Q to U	Q is your first table variable and so on
START VARIABLES / CHANCE VARIABLES	1 to 6	You will see that the start variables are changes to chance variables when you are in capture mode. Start variables activate capture mode. You can also start capture mode by selecting one of the teams
VARIABLES	IO, JK, NM	IO = first and second variable, JK = third and fourth variable, NM = fifth and sixth variable You cannot use hot keys on second level variables

How to use Capture Mode

12. Displays an arrow so that you know which team is in registration mode

11. Make sure you set the time and period correct before you start capturing

1. Connect your recording devices to your PC. If you record from a VCR machine you need a media converter to make analogue to digital signals

2. If the equipment is connected correctly then press the RELOAD Button.
3. Set the video quality to at least 5000 (default 3000)
4. You can control a video camera with the Video camera controller

5. If this window displays the message "Ready for Capture" you can start capturing

6. **START CAPTURING WITH THE START VARIABLES OR THE TEAM BUTTONS**

7. All variables can be accessed through Hot keys Not valid for players and ball movements.

8. With these buttons you can delete a sequence or all you have captured

10. **STOP CAPTURING WITH THE STOP VARIABLES.** When there is a natural stop in the play YOU Should stop capturing to keep the digital video files as small as possible

9. When you capture remember; You register a new situation every time you press a player, draw a ball movement or hit a variable. You will also see that the system automatically organize your registration an collects as many registrations as possible to one record



Hints – Capture Mode

- Make sure your variables are defined. Spend some time in getting familiar with their location on the screen
- Remember that the MOST EFFICIENT way of making a video analysis is to analyze both teams at the same time. The strengths of one team is the weakness of the other so you have all you need at your fingertips.
- Place the teams correctly on the field, meaning the teams line up should correspond side they are playing in the first and second half. Use the arrow button placed between the teams to change side
- It is our recommendation that you only do player analysis on your own team in the beginning
- If you want to save time with your analysis, do you analysis as much as possible in capture mode.
- Remember to use the overall variable function. It is very easy to edit the overall variable with the correct sub-variable in Playback mode
- Start out with a few variables.
- Remember to use the hot-key functions. Consider to use tag teams and attack types with the hot-keys, and the rest with the mouse. (Left and right hand)

9. Activates when there are two situations in the same editable area

8. Select/Edit button gives you the mode you are in. In select mode you can select records for edit

7. See all button – Displays all tagged records for the team you have selected

6. Video sequence files buttons (First, Next, Previous, Go to) A way to edit each video file where you systematically can see all you have tagged on both teams)

interplay
sports

How to use Play Back Mode

BUTTON EXPLANATIONS

1. Playback buttons – Plays or Stop a video sequence

2. Selection buttons – All variables are selection buttons, alone or in a combination with others. No records listed in the table means that the combination you have selected have NO records.

3. KEY edit buttons for selected records – Left – sets new start point in you record. Middle – corrects time field in record. Right – sets new end time in record

Time buttons (A) – moves record 1 second forward or backward or to the beginning of a clip

Beginning and End buttons (B) for the selection you are editing

4. Slow motion buttons and slow motion user adjustable wheel

5. Delete buttons – Delete sequence, deletes video sequence and all records. Delete records, delete a record in the video sequence

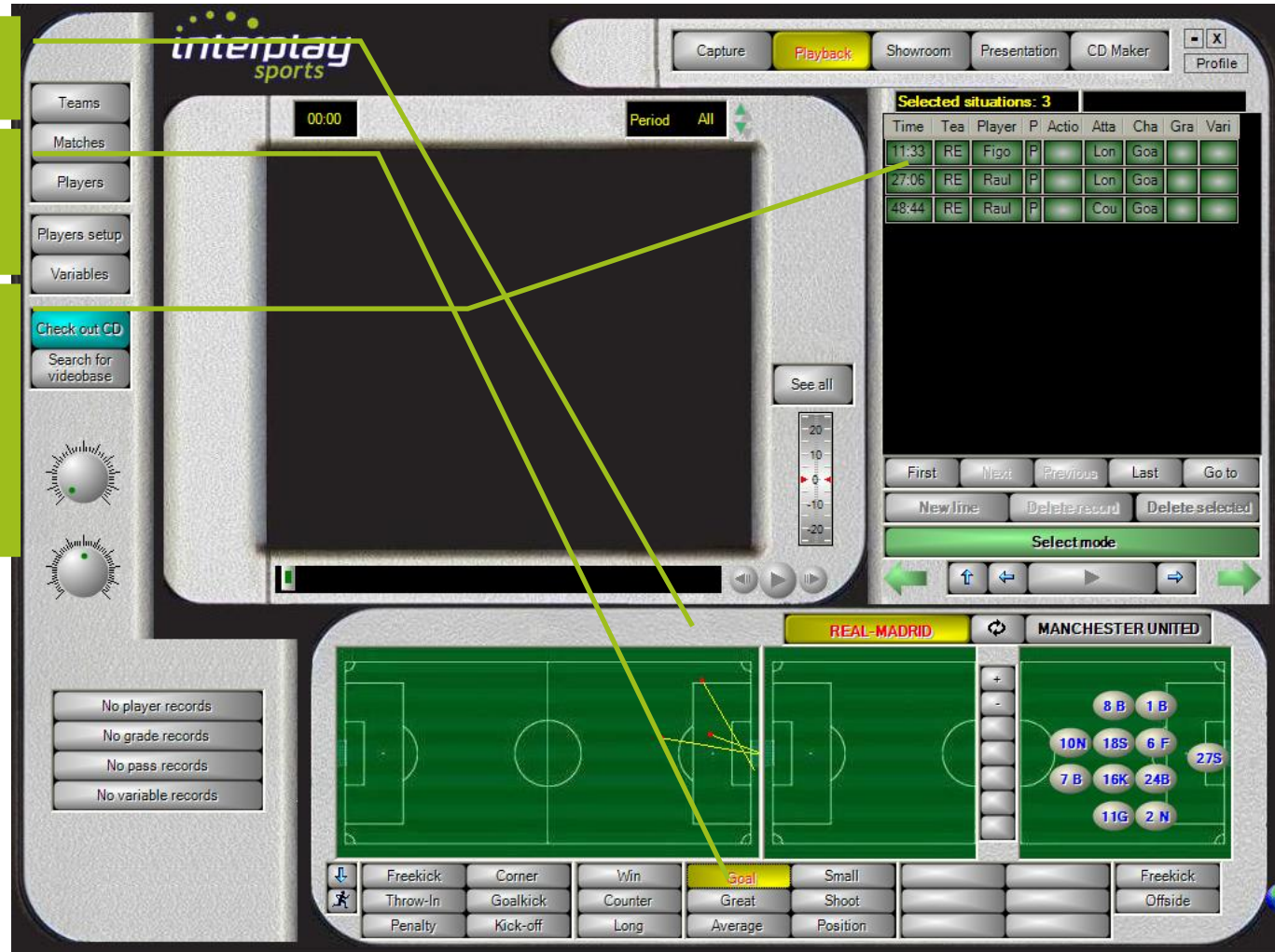


Hints - Play Back Mode

- Select team you want to edit by pressing the team button
- Press the See all button and make your selection again if the result is not what you expected
- Remember that when the edit button is shown it is very easy to correct and change the value of any record that is highlighted. This is done to make the edit function effective and up to speed. So if you do not want to edit just view, use the Showroom mode.
- If you have missed a situation it is very easy to add it to the video analyze. Just find the situation on the video, and press the Insert button. Make sure you link the correct team and variables to the new situation.

How to use Play Back Mode

1. Select which team you want to edit
2. Select which situations you want to look at by pressing and combining the variables
3. You can view the records in your selection by clicking on a record in the table and click one of the play buttons or by clicking on a line in the graphical soccer field.



6. Edit button – In case you need to adjust a situation

How to use Show Room mode

1. Select team and use the combination of the variables to select the situations you want

2. Use the selection buttons to add, delete or modify selections you have done for this match. When you have saved a selection it automatically is shown in the Presentation mode

You can use the Passes button (A) to display the passes form. This form lets you pick areas on the field where you specify from to sections

You can select a specific situation from the record field

3. Play all button – Click this button if you want to see through all your selections

4. Statistical buttons – Press these buttons to display statistical information

5. See all button – Lets you start the selection process all over again

7. Edit buttons – You can also change the timelines for the record (Same as Play Back)

The screenshot shows the interplay sports software interface in 'Show Room' mode. The top menu bar includes 'Capture', 'Playback', 'Showroom', 'Presentation', and 'CD Maker'. A left sidebar contains buttons for 'Teams', 'Matches', 'Players', 'Players setup', 'Variables', 'Check out videobase', 'Search for videobase', 'Selection Groups', and a 'Time line' button. The main area features a large video player with a 'Play all' button (3) and a 'See all' button (5). Below the video player is a football pitch visualization showing player positions and movement lines, with a 'Passes' button (A) at the bottom right. To the right of the pitch is a table of 'Selected situations: 360' for 'REA-MAN(1)5.avi', listing time, player, and action. At the bottom, there are buttons for 'Freekick', 'Corner', 'Win', 'Goal', 'Small', 'Throw-In', 'Goalkick', 'Counter', 'Great', 'Shoot', 'Penalty', 'Kick-off', 'Long', 'Average', 'Position', 'Freekick', 'Offside', and 'Def'. On the far right, there is an 'Edit' button (6) and a 'Save selection' button (2) within a red box.

Show Room - Passes

The Passes button is only valid if you have tagged ball movements. If you press the button the Passes display will appear. You can now select passes from all areas of the field in a from an to setup. You will see the situations you have selected in the record table and on the graphical field display.

The screenshot shows the 'interplay sports' software interface. A yellow callout box points to the 'Showroom' button in the top right, which is highlighted. Below it, the 'Selected situations' table is visible, showing a list of passes with columns for Time, S, Player, Start, Attac, Chan, Grad, and Varia. The main field display shows two football pitches with 'To' and 'From' pass selection areas. The 'To' area has a green arrow pointing left, and the 'From' area has a green arrow pointing right. The bottom of the interface features a large field display with yellow arrows indicating pass movements, and a 'Passes' button highlighted in yellow. The bottom right corner has buttons for 'Save selection', 'Save last video clip', 'Save all', and 'View selection'.

Time	S	Player	Start	Attac	Chan	Grad	Varia
08:33			Pass	Win			
12:31			Pass				
23:22			Pass				
35:16			Pass	Long			

Show Room – Selection handling

- Use the selection buttons to add, delete or modify selections. You can save your selections in user defined groups linked to a specific match (default) or as a archive group selection. Your favorites.
- You have access to all your selections in Presentation mode
- You can also export your selection to a CD

The screenshot displays the 'interplay sports' Show Room interface. At the top, there are buttons for 'Capture', 'Playback', 'Showroom' (highlighted), 'Presentation', and 'CD Maker'. Below these are 'Teams', 'Matches', 'Players', 'Players setup', 'Variables', 'Check out videobase', 'Search for videobase', and 'Selection Groups'. A central area shows a 'New selection' dialog with options to 'Add selection to match/favorites' (set to 'REAL-MADRID-MANCHESTER UNITE') and 'Name for selection' (set to '<Select group or create New>'). A 'Subgroups' list includes 'Players', 'Tactical', 'Press', and 'Other'. A 'Time line' and 'Charts' section is on the left. The main display shows a football pitch with a network of yellow lines representing player movements. On the right, a table lists 'Selected situations: 360' for 'REA-MAN(1)5.avi'.

Time	S	Player	Start	Attac	Chan	Grad	Varia
01:31		Barthez					
01:44			Goal				
05:44			Pass	Win			
05:49			Pass	Long			
06:31		G Nevill	Thro				
07:07			Thro				
07:13		G Nevill	Pass	Long			
07:24		Keane	Pass	Long			
07:28		G Nevill	Pass	Long			
08:02		G Nevill	Win				
08:06			Win				
08:10		Keane	Pass	Win			
08:14		Brown	Pass	Win			
08:24		Butt	Pass	Win			
08:33			Pass	Win			
08:36		Silvest	Pass	Win			

At the bottom, there are buttons for 'Freekick', 'Corner', 'Win', 'Goal', 'Small', 'Freekick', 'Def', 'Throw-In', 'Goalkick', 'Counter', 'Great', 'Shoot', 'Offside', 'Penalty', 'Kick-off', 'Long', 'Average', 'Position', and 'Passes'. A red box highlights the 'Save selection', 'Save last video clip', 'Save all', and 'View selection' buttons on the right side.

Hints – Showroom Mode

- If you want people to work with your analyze make sure they are in Showroom mode.
- In Showroom you can store video clips in your own archive by using the Save Selection feature
 - This feature has two scenarios
 - The first is linked to selections you want to make and present from a specific game you have analyzed. Could be shots, selected plays, offensive, defensively. Mark them and Save them as a sub selection to the Game. These selection will be present when you go into presentation mode
 - The second is linked to a way of organizing your favorites. If you want to build your own archive with specific selections you do the same as above, but instead of saving the selections under the Game, you save the selection underneath a group you have defined yourself. "Spectacular goals" etc. You also have to specify a sub group which could be the name of players.
 - You have access to your own archive in Presentation mode

How to use the Presentation mode

PRESENTATION MODE

Use the selection list to pick out the situations you want

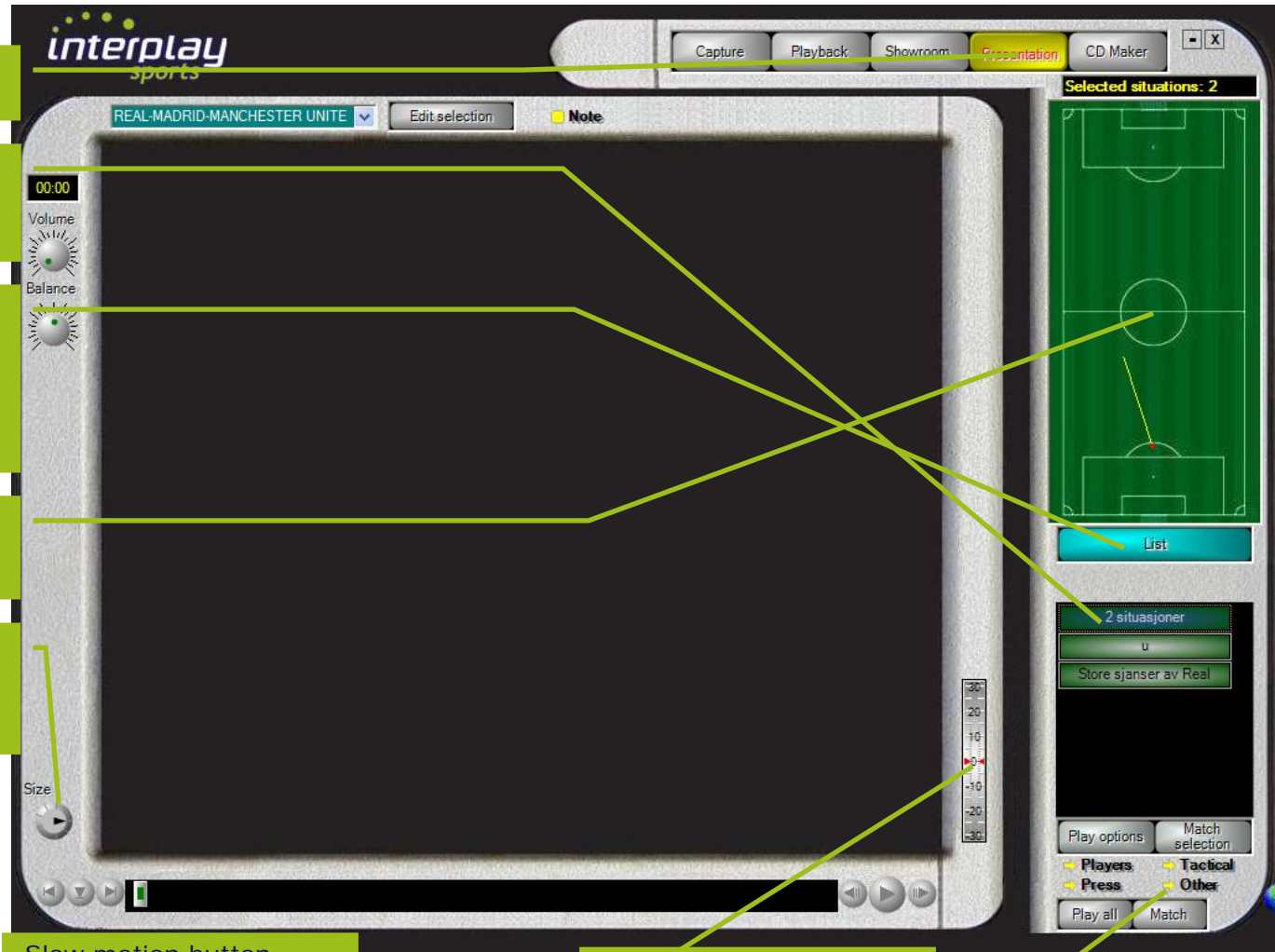
Use the List button to change between the graphical soccer field and a table with the selected records

Select a situation from the soccer field or the record table

Resize screen button – Turn the button and move the cursor to the video and click to resize

Slow motion button – Turn the wheel to increase or decrease the speed of the selection

Match button – Play all the video clips as one game by pressing this button



Match Selection

Match Selection – Helps you to select from the active Match the situation you want to see. You do it the same way as you do in Showroom by selecting team and any variable combination. The selection you do are shown in the record table. Close the Match selection form by pressing OK and play your selection(s)

Match selection

REAL-MADRID ☒ MANCHESTER UNITED

Period: All

See all OK

Selected situations: 360

Time	Note	M
01:31	Barthez	<input type="checkbox"/>
01:44	Goalkick	<input type="checkbox"/>
05:44	Win/Pass	<input type="checkbox"/>
05:49	Long/Pass	<input type="checkbox"/>
06:31	G Neville/Thro	<input type="checkbox"/>
07:07	Throw-In	<input type="checkbox"/>
07:13	G Neville/Long	<input type="checkbox"/>
	Keane/Long/Pa	<input type="checkbox"/>
	G Neville/Long	<input type="checkbox"/>
	S Neville/Win	<input type="checkbox"/>
	Win/Pass	<input type="checkbox"/>
	Keane/Win/Pas	<input type="checkbox"/>
	Brown/Win/Pas	<input type="checkbox"/>
	Butt/Win/Pass	<input type="checkbox"/>

Play options: ☒ Players ☒ Press ☐ Tactical ☐ Other

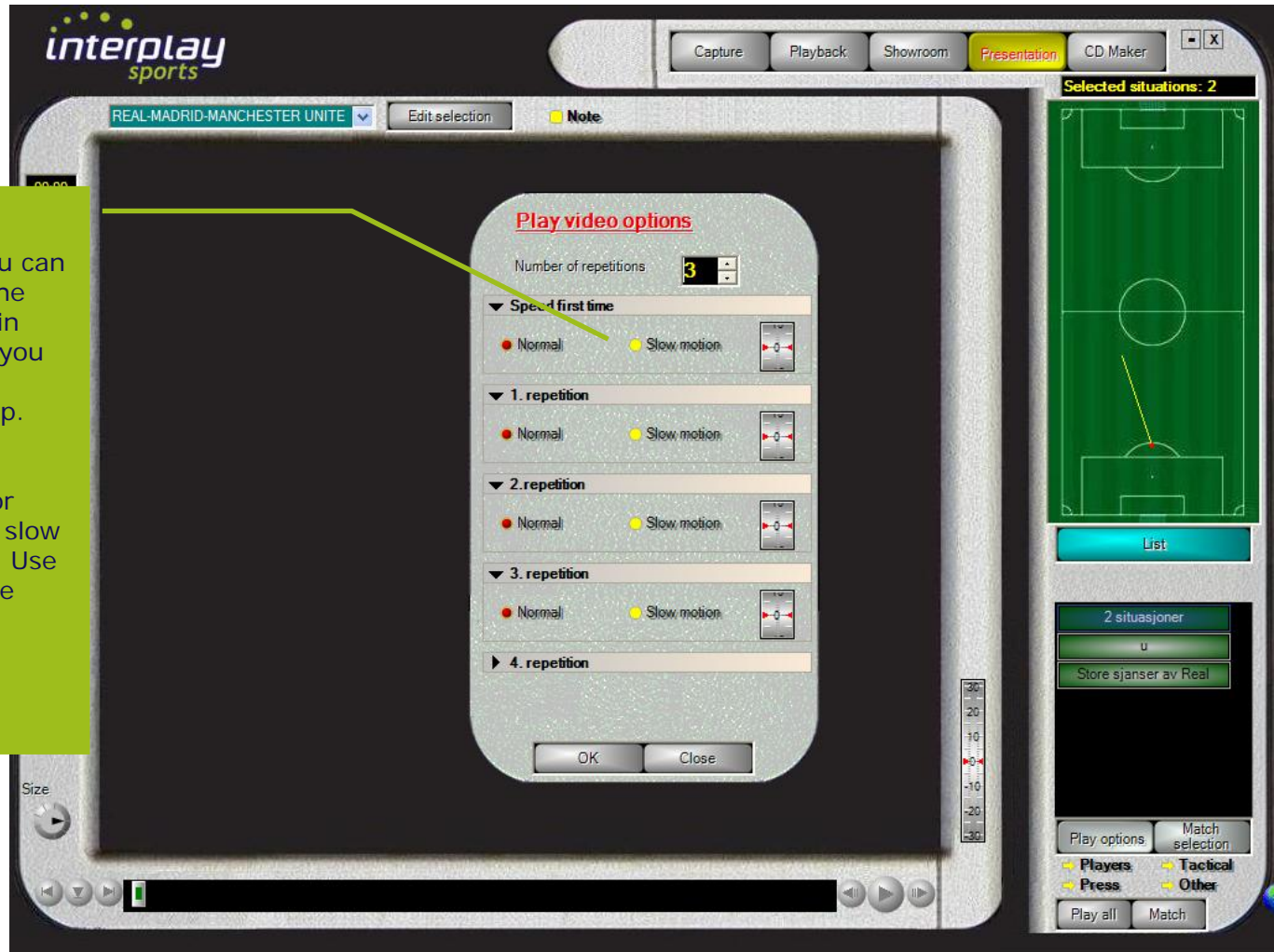
Match selection: ☐ Play all ☐ Match

Play video option

Play Video Options – You can add a replay option to the video clips you present in Presentation mode and you can add different slow motion speeds to the clip.

Select the number of repetitions you want. For each repetitions set the slow motion speed you want. Use the Play all button to sue with this feature.

Press OK to go back



Hints – Presentation Mode

- Nothing is shown in this view unless you have saved a Selection in Showroom
- If you have your own archive you get access to the video clips stored here by selecting from the dropdown field in the upper left corner of the screen
- If you want to view all the captured video clips as one “movie” press the Game button
- You can adjust the start and stop points in Presentation mode also. Use the symbols in the lower left corner of the screen. They are described in Playback and Showroom mode.

How to use the CD-maker mode

CD-MAKER MODE

You have two options.

1. you can burn the match you have analyzed (default) or
2. you can burn a selection you have stored in the group fields

Before you start to burn your selections to a CD check out the size of your selections. If the size is larger than what you can store on your CD, you can remove a file you have selected, or you can create the CD with resized files. Resized files means a reduction in the quality. You do not reduce the quality on the files on you PC, only on the files you copy to the CD.

The screenshot shows the interplay sports CD-maker interface. At the top, there are buttons for 'Capture', 'Playback', 'Showroom', 'Presentation', and 'CD Maker'. Below these is a 'Matches' button. The main preview window shows a Windows Media logo. To the right, a list of selected video files is shown, each with a checkbox and a duration. At the bottom, there are three buttons: 'Create CD with captured files', 'Create CD with resized files', and 'Create WMV Files'. A yellow box highlights the 'Create CD with resized files' button. Another yellow box highlights the 'Export your variable set' checkbox. A third yellow box highlights the 'Create WMV Files' button. A fourth yellow box highlights the 'Process is not selected' status.

If you want the system to resize the match, press the Create CD with resized files button, select a lower quality and let the system do the work. You have to experience which quality you like best.

Press the Create CD with captured files if no changes are needed

You can also convert you files to window media format (WMV files). Only valid if you have the video codec for the WMV files. The button will then become available.

Remove any video clip from the CD maker by unselect the tag

Hints – CD Maker Mode

- Check the size of the captured files before you start the CD maker process. If you want to burn the game to a CD you normally have 700MB available. If the files you have selected are bigger than this they will not fit on a single CD. You have two options:
 - You can remove a video clip or as many you need to get to the correct file sizes. You remove a file by unselecting the checkbox next to each file.
 - "Create CD with resized files" button. This selection does not do anything with your original files but makes it possible for you to decrease the quality of the files you want to export.
- If you want to burn only files from the Game selection or from your computer archive you just have to use the Selection buttons and select them.
- You can also export a CD without linking the variable set to your export. Uncheck the little red symbol under the selection fields

Import a game from a CD or a video archive

IMPORT FROM A CD

Do the following.

1. Put the CD with the Match you want to import into the computer
2. If the CD contains a Match you can import, the Checkout CD button will be highlighted
3. Press the Button and the Import Match wizard pops up
4. You can play the analysis from the CD or
5. You can import the Match to your system

Follow the instructions in the wizard

